VISUALS, METAPHORS & SYMBOLISM

What literary or visual devices do you use to create a tone that subliminally effects the user?

Pictorialism (emphasizing images over other content)

Beats (the timing or pacing of your project)

Metaphors (figurative language or visuals)

Puzzles (out an answer to a riddle)

Rhymes (corresponding in sound)

Foreshadow (to indicate beforehand)

Are there any recurring actions, images, words or dialogue that support your theme? List them:

What visual metaphors do you use? Name two. What do they represent beyond the literal?

What do you foreshadow in your project? (hints given early on about something that will happen later)

How do your locations / settings amplify your theme? Could you alter these to enhance your theme?